

NINTENDO DS™

CHILDREN of MANA™



INSTRUCTION BOOKLET

EmuMovies

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching

Loss of awareness

Altered vision

Involuntary movements

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS
Multi-Card
Play

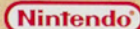
THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

NEED HELP PLAYING A GAME?

Nintendo's game pages, at www.nintendo.com/games, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit www.nintendo.com/community.

If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.



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Story

In ages past, an island called Illusia floated at the center of the world. At the heart of the island towered an ancient, enormous tree that stretched up to the very heavens.

Catastrophe had once struck Illusia and spread beyond its shores, taking many lives. Chaos and sorrow had engulfed the world until at last its salvation appeared in the form of a boy, a girl, and a holy sword.

Time flowed on and peace returned. The sword and the tree remained, and they soon came to be known as the Sword of Mana and the Mana Tree. Followers of the Mana Tree returned to Illusia as the world started slowly but surely down the path to recovery.

Here begins a new and fateful tale. It is the story of a goddess newly born, a sacred sword discovered, and the children gathered beneath the great Mana Tree.

Characters

Ferrik

Age: 15 Gender: Male

A boy who lives on Illusia, he lost his family in the great cataclysm. He is prone to action and dependable, but he has a reckless side.



Tamber

Age: 16 Gender: Female

A girl with a strong sense of duty. She used to perform acrobatics and dance as a member of a troupe. After losing her family in the cataclysm, she moved to Illusia with fellow residents of her homeland.



Poppen

Age: 9 Gender: Male

A fearless tyke who lives life his own way. He grew up never knowing his parents' faces, but he considers Ferrik and Tamber his real siblings.



Wanderer

Age: 7 Gender: Male

A loyal and compassionate nomad from the niccolo folk. He has wandered all over the world, but he has taken a special liking to Illusia and has lived there for many years.





Controls

This section explains the game's controls using the buttons on your Nintendo DS. Note that the **orange text** refers to actions you can take only in the dungeons (please refer to **P 30-35**).

R Button

Turn pages
Move the scroll bar
Open/close command ring (weapons)

L Button

Turn pages
Move the scroll bar
Open/close command ring (items)

+Control Pad

Move character
Select items

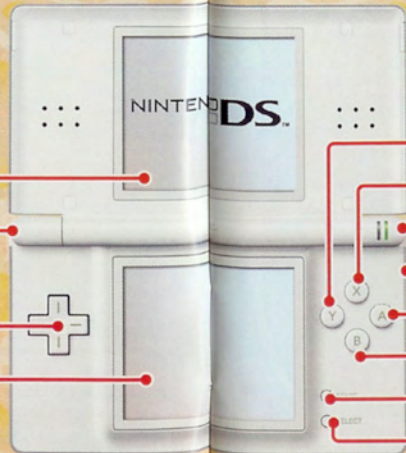


Upper Screen

L Button

+Control Pad

Lower Screen (Touch Screen)



Lower Screen (Touch Screen)

Items displayed in the lower-screen can also be selected by touching the item. Scroll bars such as displayed below can either be dragged directly, or moved by touching the buttons on either end.



A Button

Confirm
Examine
Talk



Advance dialogue

Use weapon

Lift the gleamdrop

Set down the gleamdrop

B Button

Cancel

Summon spirit

X Button

Use weapon

Y Button

Use recovery items

START

Open main menu

Skip movie

Pause game

SELECT

Toggle upper-screen display (in the items screen)

Unleash Fury

For the purposes of this owner's manual, screenshots of the upper screen are framed in brown, while screenshots of the lower screen are framed in blue.

Closing the Nintendo DS during game play activates Sleep Mode, which can help save your battery pack. Open the system to resume game.



Starting and Stopping the Game

Make sure your Nintendo DS power is turned off. Insert the Children of Mana Game Card firmly into the Game Card slot.

- 1 Turn the Nintendo DS power on, and you will see a screen as pictured to your right. When you have read the message, tap the Touch Screen to proceed.

To turn the power off, press and hold POWER.

- 2 On the DS Menu Screen, touch the Children of Mana panel or press the A Button to start the game.

- 3 Once the title screen is displayed, press START or the A Button or tap the Touch Screen to proceed to the title menu.

⚠ WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

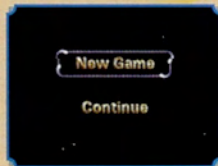
TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT www.nintendo.com/healthandsafety/

Touch the Touch Screen to continue.



Getting Started

Make a selection from the title menu to start the game.



Starting a new game

When you are starting a new game, select New Game and proceed to the Create Character screen.

- 1 First, choose your main character. You can check the attributes of each character in the upper screen.
- 2 Next, choose the color of your main character.
- 3 Finally, decide on your character's name. Use the A Button to enter letters from the alphabet palette, and the X Button to delete what you entered. When you decide on the name, press START or select OK to proceed.



Palettes

You can switch between palettes of character sets from which to select letters, numbers, and symbols.

Starting from where you left off

Select Continue. Then select the saved data file from which you want to load and continue your adventure.



Stopping the Game

When you want to stop playing, make sure to save your adventure in a file before turning the power off. You can save your progress by selecting Save in the main menu **P 20**, or after the Results screen during quests **P 29**.



Your Adventures

There are largely four steps involved in advancing the game. Obtain information in Mana Village, prepare for your adventure, confirm your destination on the world map, and then head for the dungeon!

World Map

P 25

Ride Flammie to explore the world!

The world map allows you to move to locations outside the village.

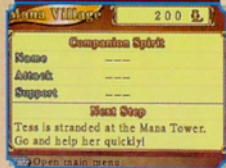
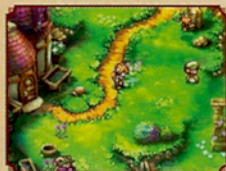


Mana Village

P 14-19

A village on Illusia surrounded by nature.

Move the story forward through conversations with the villagers.



Menu

P 20-24

Prepare for your adventure!

Use the menu screen to make preparations for your quests and save your progress.

Dungeons

P 26-39

The enemies' dens are full of secrets!

Conquer dungeons by vanquishing enemies and breaking through traps.



When Your HP Reaches Zero...

If your HP reaches 0 (zero) in the dungeon, you will be returned to Mana Village to start the dungeon over from the beginning.



In multiplayer mode **P 40-41**, other members can be recovered from zero HP through the use of an angel's grail **P 34**.



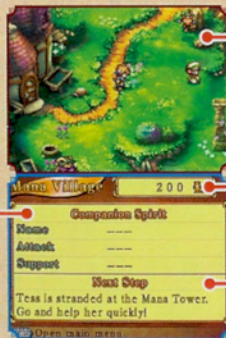
Exploring Mana Village

Mana Village, where the main characters live, is the focal point of your adventures. Here, you can shop for items or speak with the villagers and the spirits.

The Mana Village Screen

Control your character in the upper screen to advance the game.

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Upper Screen

Mana Village is displayed. You can move your character to talk to the villagers and shop for items.

Companion Spirit

This is the companion spirit to your character

P17

Lucre (money)

This is the amount of money in your possession.

Next Step

Golden Goods

This is the general store run by Millionaire of the niccolo folk. Here you can buy and sell weapons and items. You can also increase the number of items you can carry by buying larger knapsacks.

Item categories

You can select from the following types of items:

- ☐ Weapons ☐ Armor
- ☐ Accessories
- ☐ Recovery Items

Price



Bomb Bros. R&D

This laboratory is run by Balbo Bomb and his brothers for the purpose of researching gems **P22**. You can buy and sell gems, as well as fuse two gems to create a new gem. You just might succeed in creating an unexpectedly powerful gem!



15

Practicing Weapons

By talking to Moti, you can practice using your weapons **P 31-32** at the training grounds. Whenever you obtain a new weapon, be sure to learn how to use it before heading off to battle.



Taking Along a Companion Spirit

By talking to Tess, you can change the spirit to take along with you on your adventures. When summoned inside dungeons **P 35**, spirits can help you with a variety of magic.



The Spirits

The spirits are embodiments of Mana, the source of power for everything in the world. They live among the villagers in Mana Village and can support you in many ways.

Salamander

The spirit of fire



Jinn

The spirit of wind



Wisp

The spirit of light



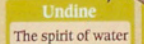
Gnome

The spirit of the earth



Shade

The spirit of the dark



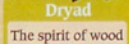
Undine

The spirit of water



Luna

The spirit of the moon



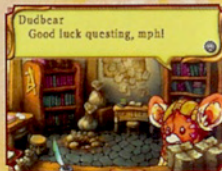
Dryad

The spirit of wood

Dud Services

Dud Services, an operation run by the Dudbears, collects requests for help (quests) from people all over the world.

When you accept a quest, head off to the dungeon and clear the mission to receive items and money in return.



Reward

This is the reward you receive for clearing this quest.



Quests you can accept

You can only accept one quest at a time.

Zones

This is the number of zones in the dungeon you must clear to successfully complete the quest.

Lucre (money)

Service fee

This is what you must pay to take a quest.

Requests From the Villagers

While chatting with someone in the village, you will occasionally get a personal request. You can accept only one request at a time, and when it is successfully completed, you could get a reward for your efforts. Try to lend a helping hand to anyone in need.



Ask Seamoon

Seamoon manages the Silver Mermaid, the one-stop shop in Mana Village, and is extremely knowledgeable. If you come across something you want to know more about in your adventures, try asking Seamoon about it.





The Main Menu

You can open the main menu by pressing **START** in Mana Village or by selecting **Open Main Menu** after the Results screen **P 29** in dungeons. The main menu allows you to do many things, such as saving your adventure or checking on your status.

Save

You can save your progress in a file.

Status

You can check your status in the upper screen and your objectives and current quests in the lower screen.

Current location

Mana Village Outdoors

This is where you are now.

Companion spirit

Ferrik

Level **20**

Exp. Next Lvl. **431**

Partner **Luna**

HP 322 MP 142

67 INT 46

68 MND 75

-- DEF 60

-- DEX 90

Level

This shows how strong you are. You can level up by vanquishing enemies and accumulating the required experience points as shown (To Next Lv.).

Attributes

Attributes

Your strength in battle is determined by each of the attributes below. Attributes can be increased by equipping items and leveling up.

HP	322	MP	142
	67	INT	46
	68	MND	75
	--	DEF	60
	--	DEX	90

HP	This shows your health points. When HP reaches zero, you will be returned to Mana Village. (In multiplayer mode, you become a ghost.) Your HP will increase as you level up.
MP	This shows your magic points. Summoning spirits P 35 expends MP. MP will increase as you level up.
ATK (Attack)	This shows the strength you can exert with each of the four types of weapons. ATK is increased by equipping better weapons.
INT (Intelligence)	This shows the strength you can exert in your magic attacks. INT is increased by equipping better accessories.
MND (Mind)	This shows your defense against magic attacks. MND will increase as you level up.
DEF (Defense)	This shows your defense against physical attacks. DEF is increased by equipping better armor.
DEX (Dexterity)	A higher value increases the chances of you delivering critical hits, which deal more damage than normal to your enemies. DEX will increase as you level up.

Gems

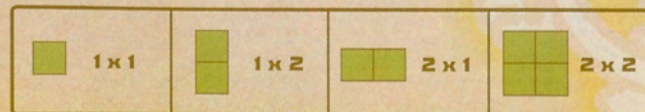
Gems contain mysterious powers within. By fitting gems into the gem frame, you can create a variety of different effects, such as increased power or variations in your attacks. First, select the type of gem. Then choose a gem to fit into the gem frame. (You can also drag, drop, and slide gems.)

Gems can be purchased at Bomb Bros. R&D, obtained from chests, or dropped by enemies **P 37**.



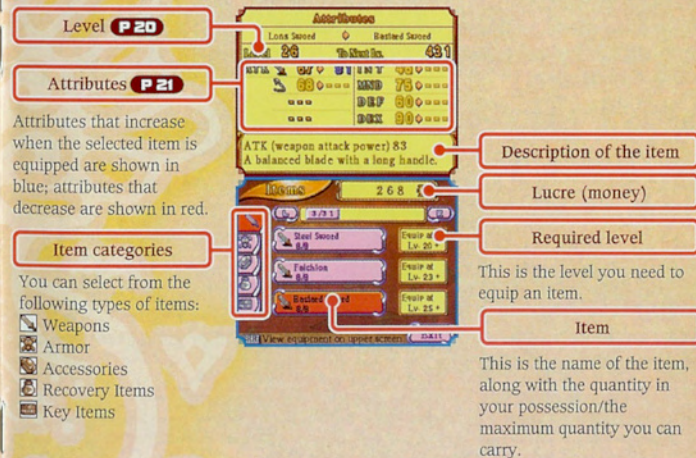
Gem Sizes

The size of a gem affects how much space it takes up when fitted into the frame.



Items

You can see the list of items in your possession.



You can select from the following types of items:

- ☐ Weapons
- ☐ Armor
- ☐ Accessories
- ☐ Recovery Items
- ☐ Key Items

Equipping items

You can equip one piece of armor, one accessory, and one of each of the four types of weapons. Use the lower screen to select the item you want to equip. In order for you to equip an item, your level must match or exceed the item's required level **P 23**. Some items can be equipped only by certain characters.



Reading notes

Select recovery items and key items to read detailed notes. You can also read the contents of certain books.

Multiplayer

You can invite your friends to your world, or you can go on adventures in your friend's world **P 40-41**.

Call Flammie (World Map) / Return

Call Flammie, the guardian spirit, to leave Mana Village and go to other places. You can return to Mana Village from any dungeon by using the magic rope (after which you will have to start the dungeon over from the beginning).

When Flammie is not available, you can leave the village by choosing World Map.

Setting Out From the Village



When you leave Mana Village, you will see the world map, which enables you to go to the dungeons. More dungeons become available as you advance through the game.

How to View the World Map

You can set off for a dungeon or village by selecting the appropriate point on the map.



Information

This shows the name of the land, village, or dungeon, along with any quests you may have accepted.

Points

Each point designates a dungeon or village.

More

Select this to go to dungeons located outside of Illusia Isle.



Exploring Dungeons

Every dungeon consists of several zones. Keep moving deeper into the dungeon by defeating menacing enemies and breaking through traps.

About Dungeons

When visiting a dungeon for the first time, you must reach the last zone in order to advance the story.

If you visit the same dungeon a second time, you can revisit the past to play the dungeon again. If you have accepted a quest for that dungeon, you will have a chance to choose your purpose for entering the dungeon.

Purposes for dungeon exploration

There are mainly three purposes for exploration:

- 1 To advance the story (or revisit the past)
- 2 To fulfill a personal request from one of the villagers **P 19**
- 3 To go on a quest for Dud Services **P 18**



How to View the Dungeon Screens

The upper screen shows the actual dungeon. The lower screen shows the radar screen, including the map and other information.

Recovery items **P 34**

Weapons **P 31-32**

Current MP/Max MP

Current HP/Max HP

Level **P 20**

Area (Dungeon) name and current zone number

Fury Gauge **P 33**

Lucre (money)

Map

Hints

The map shows where you and your enemies are.

- ☒ You
- ☒ Enemies
- ☒ Chests
- ☒ Gleamwell
- ☒ Gleamdrop

This information gives you hints on where gleamdrops and gleamwells are hidden. **P 28**

Advancing Through Dungeons

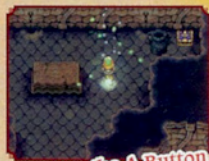
You will advance through dungeons one zone at a time.

Gleamdrops and Gleamwells

You can move from one zone to the next by placing the gleamdrop into the gleamwell, both of which are often hidden in every zone. Use the hints on the lower screen to find them. Remember that once you move on to the next zone, there is no going back to any previous zones.



Use the A-Button to lift the gleamdrop...



...then use the A-Button again to place it into the gleamwell!



Gleamdrop



Gleamwell



Pausing the Game

You can pause the game while in a dungeon by pressing START. By selecting Return on the lower screen, you can exit the dungeon and return to Mana Village (after which you will have to start the dungeon over from the beginning).



Results and Ready? Screens

After you move through a few zones, you will see the Results screen, after which you will advance to the Ready? screen. At the Ready? screen, you can choose to either continue on to the next zone, or open the main menu **P 20-24**. In multiplayer mode, all members must select Ready! in order to advance to the next zone.

When advancing the story (or revisiting the past), the Results screen will display points earned based on statistics such as elapsed time and number of kills.



Current Tally		
Kills	68	340
Checks	7 / 10	48
Time	11:58	Bonus: 2x
Total Score		772



About Ranks

By advancing the story and clearing a dungeon, you will be given a rank based on the points earned, along with a selection of items out of which you can choose one. A higher rank yields a better selection of items.

Getting a gold rank may be tough, but it just might be possible if you join forces with your friends!





Battles

In the dungeons, you can use weapons and items in your possession, as well as enlist the help of your companion spirit to use magic. Make sure you learn how to perform each of these actions for effective battles.

Command Ring

L Button (Items) / R Button (Weapons)

Use the command ring to change the weapons and recovery items you can use. The A and X Buttons can each be assigned a weapon, and the Y Button can be assigned one recovery item.

In multiplayer mode, enemies will continue to attack you while the command ring is being displayed. Make your selections fast!

Changing weapons

Press the R Button to change weapons. Select the weapon and press the A Button or X Button to assign the weapon, or use the Touch Screen and touch the weapon you want to be able to use.



Changing recovery items

Press the L Button to change recovery items. Select the item you want to be able to use and press the Y Button to assign, or use the Touch Screen and touch the item you want to be able to use.



Using Weapons

A Button / X Button

You can use your weapons by tapping the A or X Buttons.

Sword

Tap the button

Slash in the direction you are facing. Timely multiple taps can chain up to three consecutive attacks.



Hold the button

Protect yourself against enemy attacks and decrease damage. Arrows shot by enemies can be deflected.



Flail

Tap the button

Deliver a wide-range attack on surrounding enemies in one swing.



Hold and release the button

Draw distant objects toward you, or pull yourself toward a heavy object.





Bow

Tap the button

Shoot arrows to attack distant enemies.



Hold and release button

Charm enemies by the sound of plucking the bowstring. Enemies that come in contact with the musical note are stunned

P 33



Hammer

Tap the button

Swing sideways to send enemies skidding away.



Hold and release the button

Slam down on the ground to send shock waves and bounce enemies into the air.



32



Effects on Your Weapons

Fitting certain gems **P 22** into the gem frame may power up your attacks or change your weapons' effects. Try using different gems as you obtain them.



Unleash Fury!

The Fury gauge fills up as you give and receive attacks. When the gauge becomes full, you can press SELECT to unleash Fury.

While the Fury gauge lasts, you can hold and release the A and X Buttons to use a variety of special attacks with your weapons.



Fury Gauge

The gauge starts to shine when full.

The Fury gauge is now full!



Press SELECT to unleash Fury!



Hold and release the attack buttons for special attacks!



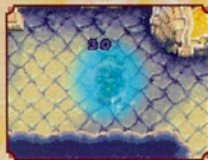
Certain gems have effects on the Fury gauge.

33

Using Recovery Items

Y Button

Press the Y Button to use a recovery item.
Recovery items must be in the command ring **P30** to be used.



About recovery items

Recovery items can be purchased at Golden Goods **P15**, found in chests, or dropped by enemies **P37**.

	Gumdrop	Restores 30 HP.
	Chocochoomp	Restores 100 HP.
	Magic Walnut	Restores 80 MP.
	Pep Root	Cures some ailments such as combustion, snowman, and stun.
	Stardust Herb	Cures poison.
	Angel's Grail	Cures all ailments.



Summoning Your Companion Spirit

B Button

Hold and release the B Button to summon your companion spirit and choose one of two types of magic. Keep in mind that summoning spirits expends MP.



If you press the B Button again after the spirit appears, you can shoot the spirit in the direction you are facing.

Attack with magic!

After summoning the spirit, stand back and watch as the spirit attacks the enemy with magic. Every spirit has a different method and range of attack.



Blow them away
with powerful magic!

Powerful support!

Touch the summoned spirit for support magic, such as elemental attacks and HP recovery. Every spirit has a unique way of helping you with support magic.



Use the spirits to gain
advantage in battles!



Moving Through Dungeons

There are more than monsters inside dungeons. You should always look around at your surroundings and proceed with caution!

Gimmicks

There are many types of gimmicks set up in the dungeons.

Here are just a few examples.



Small objects

Small pots and vines can be destroyed or sheared off by using any weapon except the bow.



Large objects

Large pots and vines can be eliminated by knocking enemies into them or by using a hammer.



Reacting objects

You can hit barrels and crates toward your enemies to give them damage, but these objects could ricochet and hurt your allies as well. After enough hits, the objects will eventually break.



Traps

Some objects, when attacked, can turn into spikes on the floor or emit gases that cause status ailments **P 38-39**. Swinging your weapon around aimlessly can be dangerous!



Chests

Hit chests to reveal the items and lucre within; touch the items to obtain them. But beware of mimics—monsters that pretend to be chests!



Dropped Items

Besides being found in chests, items and lucre can also be dropped by defeating enemies or destroying pots.



Status Ailments

Some enemy attacks and traps can cause status ailments. All ailments except ghost have a limited duration, but for an immediate cure, you can use recovery items **P 34** or Dryad's support magic, Nature's Aura.

All ailments except poison and ghost can be cured using a pep root, and poison can be cured using a stardust herb.

	Combustion	Caught on fire, you won't be able to stop yourself from running around.
	Snowman	Trapped inside snow, you become unable to move.
	Disarmed	Your arms turn to stone, making you unable to use your weapons.
	Poison	You gradually lose your HP as the poison circulates through your body.
	Paralysis	Your body movements become choppy and unpredictable.
	Blindness	Your field of vision is severely limited as darkness envelops you.
	Stun	You are unable to move as you see stars. Button mashing may help you snap out of it quicker.
	Sleep	You are unable to move while asleep. You will wake up when you receive damage.



Confusion

You are unable to move in the direction you press on the +Control Pad.



Ghost

You become unable to use weapons and items, or to lift gleamdrops.



Charmed

Enemies are helplessly drawn to the music, and stunned when they touch the musical note.

You can become a ghost only during multiplayer mode **P 40-41**. Only enemies can be charmed.



Hints For Your Adventures

Master your weapons!

Weapons can be used for more than just attacking your enemies. Will you find a way to open chests from a distance, as well as avoid taking damage from obstacles?



Play with your friends!

Quests that are difficult alone might be easier with allies. If you are having trouble with a quest, invite your friends over to your world through multiplayer mode **P 40-41** and work together.





Going On Quests With Your Friends

You can go on quests with up to four people in multiplayer mode by establishing the DS Wireless Link. Work together with your friends to clear dungeons!

Getting Started on Multiplayer Mode

Press START in Mana Village or open the main menu at the prep screen in a dungeon. Then select Multiplayer.

Please read the section on establishing DS Wireless Communication **P 42-43** before starting.

Form party (as a leader) ~~~~

You become the leader to invite friends to your world and have them help you in your quests. When all members have joined, select Resume Game to stop recruiting.

Party Members			
	Leader Level 4 Wanderer		Member 1 Level 3 Ferrik
	Member 2 Level --		Member 3 Level --
Waiting for member reply. Select "Resume Game" to stop recruiting.			

Join party (as a member) ~~~~

You go to your friend's world to become a member in a party and go on quests together. When you find your friend's party, join it and confirm your selection. When the connection is established, you will be able to move freely in your friend's world.

Party Members			
	Leader Level 4 Wanderer		Member 1 Level 3 Ferrik
	Member 2 Level --		Member 3 Level --
You are now a member of Wanderer's party.			

During Multiplayer Mode

Only the leader of the party can accept quests, select destinations from the world map, or choose to return to the village from dungeons. Also, remember that you cannot save your progress while in multiplayer mode. To save your progress, you must first exit multiplayer mode and return to your own village.

Exiting Multiplayer Mode ~~~~

To exit multiplayer mode, the leader should remove members from the party, then save the progress.

If you stop the game while still in multiplayer mode, you will have to re-form the party the next time you play.

Party Members			
	Leader Level 4 Wanderer		Member 1 Level 3 Ferrik
	Member 2 Level --		Member 3 Level --
Remove this member from your party?			



Establishing DS Wireless Communication (DS Wireless Link)

This section explains how to establish the link for local wireless play.

What You Will Need

- ☐ Nintendo DS systems One for each player
- ☐ Children of Mana DS Game Cards One for each player

Steps

- 1** Make sure that all DS systems are turned off, then insert a Children of Mana DS Game Card into each system.
- 2** Turn on the power of all the systems. The DS Menu Screen will appear.
- 3** Touch the Children of Mana panel.
- 4** Now follow the instructions on pages 40 to 41.

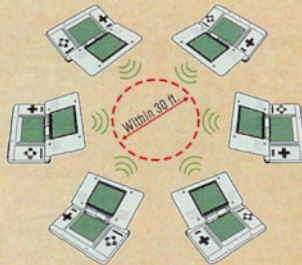


Take note of the following guidelines for DS Download Play.

- ☐ The icon on the DS and game menu screens shows that there is a wireless function associated with an activity. Choose menus with this icon to engage in wireless activities. Please do not choose this option in places where wireless transmission is forbidden, such as airplanes or hospitals.
- ☐ The icon that appears when you are connected to a wireless signal indicates the strength of the signal. The stronger the signal, the smoother your wireless play will be.

Within 30 ft.	0	1	2	3
Signal Bars	Weak	Strong		

The power light will blink when wireless functionality is active.



- ☐ To make the most of your wireless experience, remember the following:
 - Keep all DS consoles within 30 feet of each other, or at least close enough that you see two or more bars of signal strength.
 - Please arrange the DS consoles so they face each other. Make sure there are no people or other obstructions between the DS consoles.
 - Play may sometimes be affected by devices that cause interference, such as GBA Wireless Adapters, Wavebirds, WLAN, microwaves, or cordless appliances. If this occurs, move away from the interference-causing device or turn it off.



Enjoying Multiplayer Game Play

When you encounter an enemy that you just can't beat, or if you want to find an extremely rare item, enlist the help of your friends and family to go on multiplayer quests.

Enjoying Multiplayer Game Play

Going on quests with your friends adds dimensions of fun that you can't experience when playing alone. Bring your powered-up characters together and tackle challenging dungeons!



Competitive play ~~~~~

Playing nice isn't the only way to enjoy multiplayer game play—everyone is your rival in the dungeons! For example, you can compete with your friends to see who can find a rare item first. Use your weapons to prevent your friends from getting ahead of you!



Even more surprises! ~~~~~

Some rare items can be obtained only through multiplayer game play. We won't tell you the details, but the more you play in multiplayer mode, the better the items get!



In honor of your wonderful friendship, please accept this, a humble gift from me.



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REV-D

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REV-P

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